MATTEL ELECTRONICS®

BASKETBALL 2

INSTRUCTIONS

1645-0920

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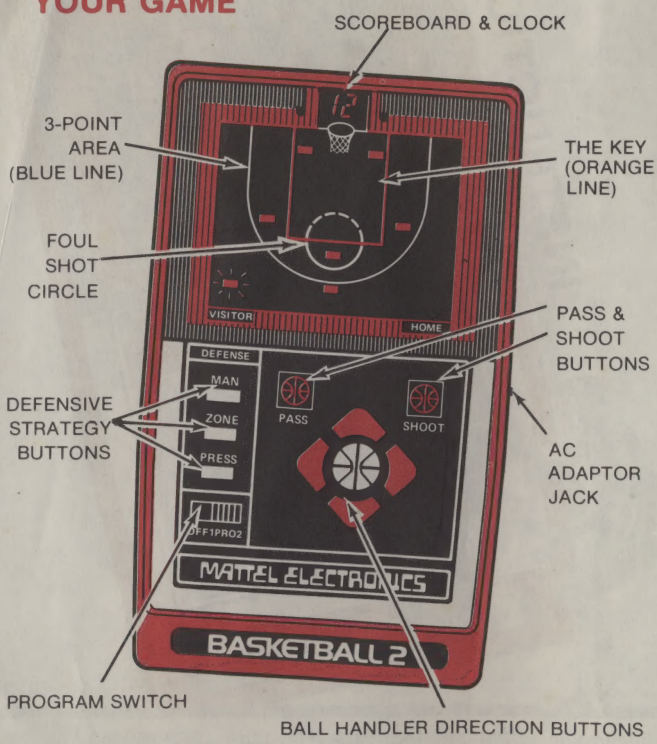
PRINTED IN HONG KONG.

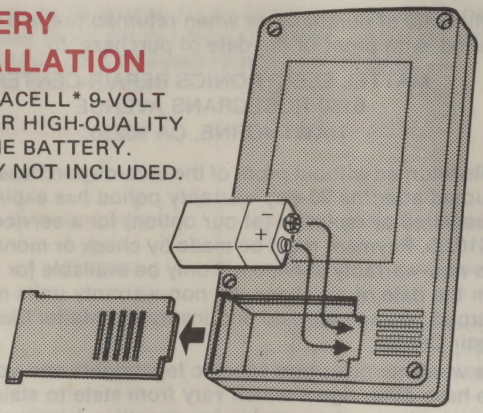
- Two offensive players!
- Passing!
- Three defensive options!

KNOW YOUR GAME



BATTERY INSTALLATION

USE DURACELL* 9-VOLT OR OTHER HIGH-QUALITY ALKALINE BATTERY. BATTERY NOT INCLUDED.

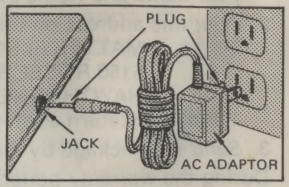


1. Press down on center of cover. Slide cover out to remove.

2. Fit battery securely into battery compartment, making sure that the large (-) terminal on battery is snug against (-) contact strip inside compartment. Small (+) terminal on battery should fit against (+) contact strip.

AC ADAPTOR USE

Your game can be used with the Mattel Electronics® AC Adaptor (sold separately), instead of a battery. To use, insert PLUG into JACK. Plug ADAPTOR into any 120-volt AC WALL OUTLET.



*Trademark of Duracell International, Inc.

HOW TO PLAY BASKETBALL 2

After you have installed the battery or connected the game to a Mattel Electronics® AC Adaptor turn the game ON. This automatically sets one of the playing speeds. Here's how:

Speed Level

# 1 "High School"	Move Program Switch to 1.
# 2 "College"	Move Program Switch to 2.
# 3 "All-Star"	Press & hold MAN while you move Program Switch to 1.
#4 "Professional	Press & hold MAN while you move Program Switch to 2.

As you advance up from Speed Level #1, the computer-controlled defense moves around the court much faster! It's best to start at the slowest speed and play your way up...

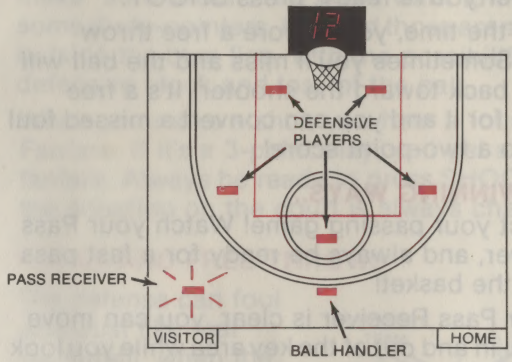
If two players have considerably different ability, make it a more equal contest by having the better player go at a faster speed. During the game, you can change speed by moving the Program Switch between 1 and 2 or between 3 and 4.

Two ways to play

PLAY IT ALONE against the computer. Practice developing plays against the three kinds of defensive strategies, and you'll be able to make fabulous scores, even at the fastest speeds!

PLAY AGAINST SOMEONE ELSE. When you lose the ball, set a defensive strategy that will foil your opponent!

AT THE START OF THE GAME the court looks like this:



WHO ARE THE PLAYERS?

The brightest blip of light is the Ball Handler. His offensive teammate (the Pass Receiver) is the bright flashing blip. The 5 dimmer blips are defensive players, and they're controlled by the computer. When the game starts, Visitors have the ball (you can tell which team has the ball by the location of the Pass Receiver). Each team controls the ball until it scores, loses a rebound, throws a bad pass, has a shot blocked by the defense, or waits too long to shoot.

3-SECOND RULE & THE ORANGE KEY

The orange "key" outlines the area under the basket where the "3-second rule" applies: IF THE BALL HANDLER KEEPS THE BALL INSIDE THE KEY FOR 3 SECONDS, A TRIPLE REFEREE'S

WHISTLE SOUNDS AND YOU LOSE POSSESSION OF THE BALL TO THE OTHER TEAM. The Ball Handler can pass the ball to his teammate outside the key and then have it passed back, so long as the 3-second limit is not reached.

3 POINT PLAY---THE BLUE LINE

Field goal shots will score 3 points, if they are made from certain locations on the court (see picture under "SCORING) All 3-point baskets have to be shot from outside the blue line.

CLOCK AND SCOREBOARD

The digital display just above the basket is your clock and scoreboard. When the game starts, it reads 12 that's the number of simulated minutes to go in the quarter. All times are compressed by using a "fast clock", so you can play 2 or 3 games in an hour if you want to.

After every score and turnover the socreboard will flash a sequence of three numbers: Visitors Score, Home Score, and Time Remaining. Whenever the ball is not in play you can see this sequence by pressing the Direction Key located below the decorative gold basketball. This key has a distinctive bump on its surface.

Just like the pros, there are four "12 minute" quarters. And there are as many as ten "5 minute"

overtimes to break tie scores. Teams alternate having possession at the start of quarters. When the quarter-over buzzer sounds, that's it--- play stops at that moment.

While the ball is in play, the clock counts down from 24 to 0 "seconds". It resets to 24 every time a shot is taken. If it reaches 0 you'll hear a double whistle and the offensive team loses possession. You don't see it but the clock also times the ball handler while he's inside the key, to enforce the 3 second rule.

PLAYING DEFENSE

When a team loses control of the ball, the player must select a Defensive Strategy by pressing one of the Defensive Strategy Keys before play can continue. When two people play, this selection should be hidden, so the new offensive player's challenge is to quickly recognize which defensive strategy is being used and then to counter it with the best plays. OFFENSIVE PLAY CAN START ONLY AFTER ONE OF THE "DEFENSE" KEYS IS PRESSED.

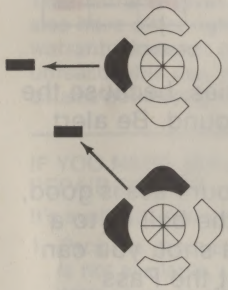
The defensive strategy choices are:

MAN [redacted]	Two defenders guard the Ball Handler while their three teammates stay in zone formation.
ZONE [redacted]	All defenders stay in their respective zones and guard the Ball Handler at those locations.
PRESS [redacted]	Four defenders gang up on the Ball Handler. The fifth defender guards the Pass Receiver.

NOTE: If you're playing at Speeds 3 or 4, that means you pressed the MAN Key...so the first play of the game has to be against a man-to-man defense.

PLAYING OFFENSE

The four Direction Keys are used to control the running moves of the Ball Handler. They permit movement in the directions indicated by the keys and four diagonal movements when two keys are pressed at once.



After a defense strategy has been selected, press Direction Keys to move toward the basket, left, or right. As soon as the Ball Handler moves, the clock will start its countdown from 24. Keep pressing Direction Keys to move the Ball Handler to a scoring spot and to evade defenders.

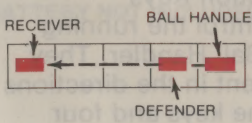
Remember, you have to shoot within "24 seconds" and you cannot have the Ball Handler inside the key as long as 3 seconds at a time. If you do, you'll lose possession of the ball.

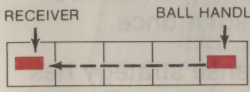
PASSING

The best way to get into scoring position is to pass. As soon as the ball is in play your Pass Receiver will start to move. He'll try to get in there under the basket or to another shooting spot.

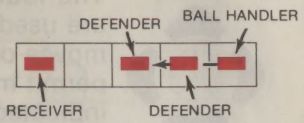
YOU CAN PASS WHEN: (1) PASSER & RECEIVER ARE IN THE SAME ROW OR DIAGONAL LINE . . . AND (2) NOT MORE THAN ONE DEFENDER IN PATH OF BALL --- NEXT TO THE PASSER.

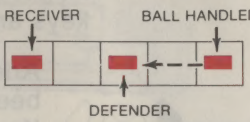
GOOD PASSES





BAD PASSES





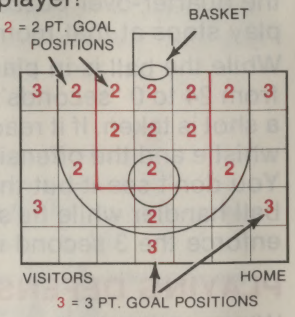
You'll have plenty of opportunities, because the Pass Receiver keeps moving around. Be alert for them. Then press PASS.

When your timing is right and your Pass is good, the Receiver will move toward the ball or to a shooting spot. If he's clear for a shot, you can then score a basket. The instant the Pass Receiver gets the ball, he becomes the Ball Handler, and his teammate becomes the Pass Receiver: a flashing blip. This means you can pass the ball back and forth to get to a good shooting location.

If your Pass is not good (because the Pass Receiver was not in position or a second defender moved into the path of the ball), you hear a double "ref's whistle" and possession will be turned over to the other team.

Passing takes a little practice, but it's worth it---you've got to be a good passer to be a high-scoring BASKETBALL 2 player!

SCORING



There are three kinds of scores. There are 3-point baskets, which are shot from any of the 5 spots shown here. There are also 12 places from which 2-point shots can be made. And there are 1-point foul shots, or free throws, taken from the foul line. TO SCORE A BASKET FROM THE COURT, YOU MUST PRESS SHOOT WHEN YOUR BALL HANDLER IS IN A SCORING LOCATION AND THERE ARE NO DEFENDING PLAYERS BETWEEN THE SHOOTER AND THE BASKET.

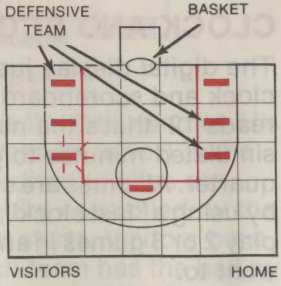
There's an important time element you've got to keep in mind. The clock gives you 24 simulated seconds to shoot the ball. You might shoot just as a defending player gets in the path of the shot. If that happens, the ball will bounce off the defender. It's a "free ball", and the next player to touch it gets possession for his team. As soon as the ball is shot, the clock resets to 24 seconds. If the clock counts all the way down to 0, the ball goes to the other team. (And don't forget the 3-second rule---the time limit for the Ball Handler to be inside the key with the ball).

As you use pass plays more, you'll find that you can get the ball right under the basket and make "sure shots". But you'll want to try for some three-pointers, too, and those are shot from outside the blue line, with the possibility of a defensive block and loss of the ball.

When you make a shot, you hear a four-note Fanfare. If it's a 3-point play, you get a double fanfare. Always be ready to press SHOOT fast---the situation on the court is always changing!

FOULS AND FREE THROWS

The defense can foul you! Just like real basketball, when the action gets hot the defensive players commit personal fouls. And, just as in the real game, THE CLOSER YOU ARE TO THE BASKET THE MORE LIKELY YOU ARE TO BE FOULED.



FREE THROW SHOOTING LINE-UP

Fouls are committed only when your Ball Handler is in the act of shooting. If the shot was good, you are awarded one free throw. If the shot was not good, you get two free throws. Free throws score one point.

You know a foul was committed when you hear a single short blast of the "ref's whistle." The court goes dark momentarily. Then the players

reappear, as shown. The Pass Receiver always lines up on his team's side of the court. Whenever you're ready, press SHOOT.

Most of the time, you'll score a free throw basket. Sometimes you'll miss and the ball will bounce back toward the shooter. It's a free ball! Go for it and you can convert a missed foul shot into a two-point score!

SOME WINNING WAYS...

- Perfect your passing game! Watch your Pass Receiver, and always be ready for a fast pass under the basket!
- If your Pass Receiver is clear, you can move the ball in and out of the key area while you look for an easy shot.
- Learn the scoring spots on the court, so you can get to one of them right away.
- Use the diagonal movement feature of this game (press any two adjacent direction buttons and your Ball Handler moves diagonally) to avoid getting blocked in by defenders.
- If a free shot is missed, the ball bounces back and it's a free ball! Go for it, fast!

THE SOUND EFFECTS

One whistle	Personal foul committed by the defense.
Two whistles	Blocked shot or pass, ball out of bounds, or too much time taken without a shot: turnover.
Three whistles	Too much time (3 seconds) inside the key: turnover.

Two-note fanfare	Free throw was good: 1 point.
Four-note fanfare	A 2-point basket was good.
Double fanfare	A 3-point basket was good.
Buzzer	End of first 3 quarters.
Two buzzers	End of overtime period.
Long buzzer	End of game.

TAKING CARE OF YOUR GAME

TREAT YOUR BASKEBALL 2 game as you would treat a fine calculator. Don't drop it...don't leave it in a hot place, like a car glove compartment... don't let it get wet or dirty...remove the battery if the game will be stored for more than a few weeks.

IF THE BLIPS OF LIGHT REPRESENTING PLAYERS OR THE SCORE DISPLAY APPEAR TO MALFUNCTION, THIS IS THE FIRST SIGN OF BATTERY WEAR. A FRESH BATTERY SHOULD SOLVE THE PROBLEM.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser when returned either to the dealer with proof

of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to

MATTEL ELECTRONICS REPAIR CENTER
5150 ROSECRANS AVENUE
HAWTHORNE, CA 90250.

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of $10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to Mattel Electronics Repair Center.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

IF YOU NEED SERVICE FROM MATTEL ELECTRONICS® REPAIR CENTER...

It's available during *and* after the 90-day warranty period.

1. *Pack* the product carefully in its original box. If the box is not available, use a strong carton with plenty of newspaper or other padding. Enclose a brief note telling us the specific problem you are having with the unit, and your name and home address. Remove the batteries.
2. *Print* this address on the box:
   MATTEL ELECTRONICS REPAIR CENTER
   5150 ROSECRANS AVENUE
   HAWTHORNE CA 90250
   ...and your return address.
3. *Send* the package by insured parcel post.

During the warranty period, enclose proof-of-purchase date. After warranty has expired, enclose check or money order for $10.00.